

# RECOMBINANT URBANISM

## “Three Urban Elements”

enclaves, armatures, (and heterotopias)

### Author Background

David Grahame Shane

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Architectural Association School of Architecture, London, 1960s (Archigram era)

Cornell University, studied with Colin Rowe

Kevin Lynch, *The Image of the City*

- perception and organization of spatial information; mental maps; construction of new meanings by the individual

Colin Rowe and Fred Koetter, *Collage City*

- ceaseless process of fragmentation and the collision/superimposition/contamination of diverse areas over time

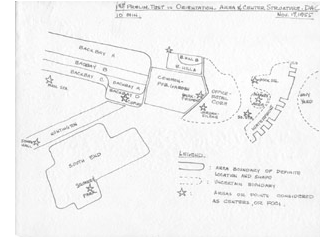
- distinguished a whole category of heterotopic, ambiguous buildings that glued the city together

Paula Viganò, *La Città Elementare*

- layered bricolage and “space body” design

Michel Foucault

- heterotopia: offers within itself multiple compartments that can hold contradictory and complementary spaces



### Preliminary Definitions and Concepts

*Typomorphological Studies*

- urban form (morphology) based on the detailed classification of buildings and open spaces by type (typology)

- volumetric characteristics of built structures + open spaces = define a built landscape type

- built environment type is defined by time

“space body” = void defined by the street walls of the space (Gibberd)

*Layered Bricolage*

1. Dominoes: elements only touch along their edges; patterns emerge from players’ discrete actions over time

2. Chess/Checkers: pieces do not touch but are abstractly related to each other across a network/grid

3. Jigsaw Puzzle: character of local junctions determine viability of each move to contribute to coherence of significant whole

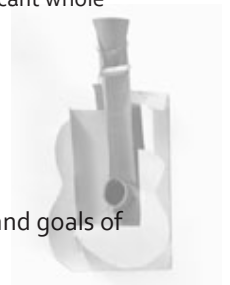
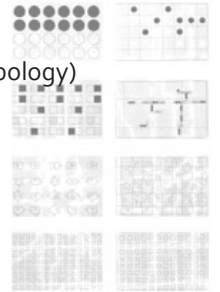
Picasso’s Guitar (1912)

ambiguous object; possesses basic relationships necessary for recognition of the object

repressed or obscured memory of the whole

*rhizomic assemblage*

- combines the layered bricolage of the “space body” design approach with the psychological insights and goals of individual actors moving through and constructing structures in the city-territory (pg. 165)



## THREE MODELS

### 1 Archi Città

Kevin Lynch:

Cedric Price:

Grahame Shane:

Plain English:

City of Faith

boiled

enclave

compact pre-industrial center

### 2 Cine Città

City as a Machine

fried

armature + attractors

sprawling industrial consumption

### 3 Tele Città

City as a Machine

scrambled

heterotopic assemblages

multiple centers as attractors

+ communication network

"The enclave centers flows in a space, the armature facilitates flow along a channel."

## ENCLAVE

E

- centers, slows down, and stores urban flows and energies; creates temporary node structures
- internal coherence refers to a distant place, beyond immediate surroundings
- incremental unit of city growth
- emphasis on territory and nationality



example E1: Greek city-state centered symbolically around the "space body" of the agora

example E1: Roman Forum is an enclave within an enclave

example E2: specialized functions in Industrial Revolution (production, consumption, storage)

example E2: consumption creates new sub-elements which create new enclaves

ascend of bourgeoisie (boulevards, monumental public buildings, etc.) and fate of the poor (slums and poverty)

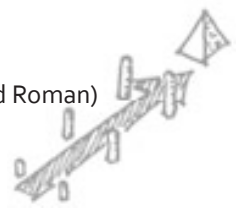
example E3: Seaside, Florida (Duany and Plater-Zyberk)

example E3: fragments of earlier E1 and E2 enclave systems as image elements to be reorganized/restructured as attractors (e.g. historic preservation districts or Disneyland!)

## ARMATURE

A

- links and sorts the sub-elements of the city, its urban magnets or attractors
- a main street, a mall, etc. that brings people together
- contextualized sub-element buildings that might otherwise be lost as free-standing objects (Greek and Roman)
- can be compressed (capacity increased with density) or stretched (by new communication/transport)



example A1: sacred approach to dominant enclaves: stoa uphill of the agora in Athens or processional in Roman Forum

(travelers would know which city they were approaching from the particular sequence of buildings on the skyline)

example A2: disciplinary device for orderly flows: Haussmann's Paris Plan or Robert Moses' NYC urban planning

example A3: device for creating attractors, giving illusion of place through systematically displaced images: The Las Vegas Strip!

## MALL DESIGN

E2 + A2: armature is utilitarian device to connect main attractors within new enclave space

E2: open-air regional shopping mall in America after WWII is a bipolar dumbbell model

E3 + A3: "heterotopic palaces of conspicuous consumption" (e.g. Houston Galleria)



Progression of the "Mall" with the Automobile (Victor Gruen):

1. Small town center
2. The strip development of pavilions
3. Arrival of highways and regional mall form, creating a series of car-based subcenters around the original settlement

# SUMMARY

### Archi Città

steady-state

- urban elements block network connections, creating nested hierarchies of enclaves

### Cine Città

binary

- separates every function but connects everyone equally; bypass enclaves with stretched armature
- emphasis on displacement of actors; movement and segregation carefully controlled in the style of cinematic montage
- binary dynamic of rich and poor

### Tele Città

network city

- invisible communication systems
- rhizomic assemblages
- prevalence of heterotopic housing cell ( home, office, entertainment, gym, garden center)
- mix people without necessitating contact (armatures and enclaves as scenographic attractors become mixing places of the Tele Citta)